MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 2, 2019/2020

MIS1013 – INTERACTION STUDIES

(All sections / Groups)

5 MARCH 2020
9.00 a.m. – 11.00 a.m.
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This question paper consists of 3 pages including the cover page.
2. Answer ANY four (4) questions.
3. Print all your answers in the answer booklet provided.

SECTION A

Instructions: Answer any four questions from this section. Each question carries similar marks (10%). Write your answers in the Answer Booklet.

Question 1

The concerns of interactive systems design are based on four aspects that is, "design", "people and technology", "interfaces", and "being human-centred".
Describe the concerns relating to the aspects of :-

(a) "interfaces" and (5 marks)
(b) "being human-centred". (5 marks)

[10 marks]

Question 2

(a) Describe the *People, Activities, Contexts, Technologies* (PACT) analysis used in interaction design. (4 marks)

(b) Provide six examples from everyday situations, products, environment and activities that can be analysed using the PACT framework. (6 marks)

[10 marks]

Question 3

This question relates to scenario-based design method applied in interaction design.

(a) Explain the scenario-based design method. Provide its definition together with the four types of scenarios. (4 marks)

(b) There are four types of scenarios. Explain their use and list out what other four aspects of design are produced during the scenario-based design.
(6 marks)
[10 marks]

Question 4

This question refers to "envisionment" in interaction design.

(a) Describe envisionment by providing five points about it. (5 marks)

(b) List any five (5) basic techniques of envisionment. (5 marks)
[10 marks]

Question 5

Define the following terms and provide an example or scenario for each definition:
(a) Usability. (2 marks)
(b) Experience design. (2 marks)
(c) Accessibility. (2 marks)
(d) Engagement. Also name the five elements of engagement. (4 marks)
[10 marks]

Question 6

This question relates to metaphors in interaction design.

(a) Explain metaphors in interaction design. (2 marks)
(b) Explain conceptual design. What is conceptual design? What makes a good conceptual model? (3 marks)
(c) A good metaphor in interaction design comprise of five elements. Name them. (5 marks)
[10 marks]

[END OF QUESTION PAPER]